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The Last Starfighter

5200 Version

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745-4659

(cover)

VIDEO GAME CARTRIDGE FOR THE

ATARI® 5200™ SUPERSYSTEM

ATARI 5200

The Last Starfighter

tag: A DESPERATE BATTLE AGAINST INCREDIBLE ODDS

[licensing info]

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MAKE CELOS IV SAFE FOR LIFEFORM-KIND!

LIFE IMITATES ARCADE GAME

You thought you were just playing an arcade game. Little did you know that you were being tested by an alien from the planet Rylos. The alien is testing you to find out if you have the skills necessary to become a Starfighter pilot. The alien is desperate to prevent an impending attack on his solar system, Celos IV, and he needs you to help save Celos IV from annihilation!

You made the highest score on Earth, so the alien whisked you away to Rylos to fight space battles for real. Xur, leader of the evil Ko-Dan armada, has penetrated the frontier barrier, an enormous force field encircling the Celos IV system. Now he's mounting an attack on Rylos, home of the Star League. A reptilian navigator teaches you how to use your Starfighter, the Gunstar. Then disaster strikes--through the actions of a traitor, all of the other Starfighters are destroyed. You are the last Starfighter! You must now defy all odds to defeat the enemy.

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PILOT CHECKLIST

Insert The Last Starfighter cartridge into your ATARI 5200™ SuperSystem as explained in your owner's guide and turn on the console.

Plug a controller into jack 1. Rookie Starfighter pilots should start on Level 1; ace Starfighters will enjoy the challenge of Level 3, where the Deckfighters fly faster, more cities are destroyed and enemy squadrons are generated quickly. Change the difficulty level by pressing the # key on your keypad.

Press START for the Gunstar to lift off.

Press PAUSE to stop and restart the action.

Press RESET during game play to return to the welcoming screen.

Use your joystick to fly in any direction during game play. Press the joystick forward to fly forward; pull the joystick back to fly in reverse. The upper fire buttons control your pulse lasers and proton bolts; the bottom fire buttons control your Groundstar bombs.

BLASTING INTO ACTION

The Gunstar lifts off and you enter orbit around Rylos, where you'll fight the enemy threatening Rylos's cities. You look out your viewmaster--straight into the guns of the approaching enemy Deckfighter formation. Messages at the top of the viewmaster show that the enemy has also penetrated the frontier and is about to attack the outermost planet.

Gun sights appear in the center of the viewmaster; use them as directional guides when firing at the enemy ships. You'll use the cross hairs in the lower center of the viewmaster to aim your Groundstar air-to-surface bombs at the enemy bases that appear as clusters of triangles on the Ko-Dan planets.

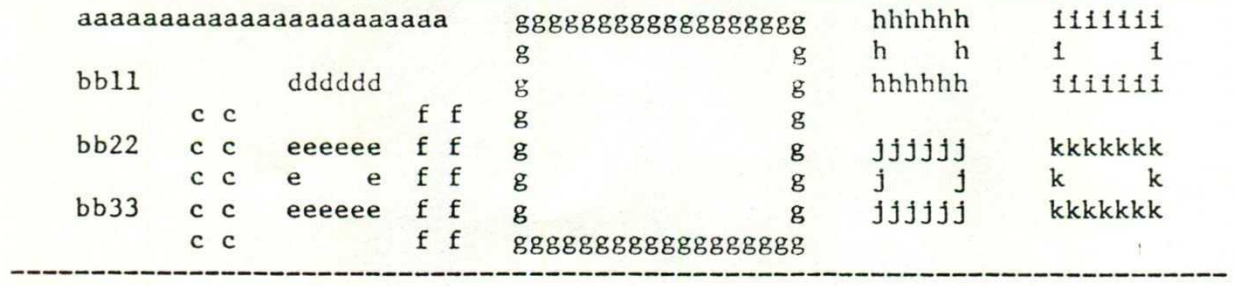
Your viewmaster provides vital information about the Gunstar. Your navigator explains it like this:

At the top of the viewmaster is the message bar. It relays crucial information like: "Barrier Under Attack," "Hull Temp Critical," or "Energy Level Critical."

When the message bar says "System Malfunction," it's telling you that you have sustained damage from the enemy's direct hits; your pulse lasers

fire, or your main monitor is scrambled. To repair the damage, whip over to the sun for some revitalizing rays.

(Production--show close-up of display)



callouts:

a. Energy Gauge: The Gunstar is fueled by solar power, so you'll have to fly to the sun to re-energize.

b. Weapon-Ready Indicators:

1. Use the upper fire buttons to blast Deckfighters with your Pulse Lasers (bold font).

2. Use the upper fire buttons to fire Proton Bolts (bold font) at Xurian Destroyers and Command ships.

3. To knock out enemy military bases with Groundstar bombs, (bold font) use the lower fire buttons.

c. Groundstar Supply: There are a limited number of Groundstars; they'll be replenished only when you refuel.

d. Fuel Flow Diagram

e. Omarzu Drive Engine Schematic

f. Pulse Laser Temperature Gauge: This gauge shows the heat level of your Pulse Lasers when you're firing at enemies. Continuous firing makes the lasers intermittent.

g. Tactical Monitor: The monitor shows enemy ship postions in relation to the Gunstar. If you're above a planet, the monitor shows Celos IV cities and enemy military bases as blips.

h. External Communications Monitor

i. Master Computer Readout

j. Crytography Analyzer

k. Library Computer Monitor

MAPPING THE PLANETS

By pushing keypad button #1, the viewmaster is replaced by a galactic map display. (production--show galactic map screen with selected travel)

To travel to another planet or enemy attack zone, move the joystick and point to your destination. Once contact has been made, your destination is circled. If you choose a planet, the planet's name, stellar coordinates, mass, radius, environment, number of cities or bases, and number of attacking enemy spacecraft will appear below the map. When you press either of the fire buttons, you'll enter hyperwarp and arrive at your selected destination.

The large solar system on the map is Celos IV. The outermost bright-blue ring of dots around Celos IV is the frontier barrier where command ships are attacking. Four planets revolve around the sun in Celos IV:

Rylos: Temperate climate, blue-green

Galen: Rylos's moon, barren, gray

Arcanum: Glacial, blue

Seridus: Closest to the sun, semi-arid, red-brown

The Sun: Go here to refuel

If the destroyers obliterate all of the cities on a Celos IV planet, the planet will appear gray on the galactic map. If all of your cities are destroyed, you'll lose the war.

In the upper left corner of your map is the enemy's solar system, Procyon. When you're in the Procyon system, Celos IV appears as a small system in the lower right corner. Procyon has three planets revolving around its double sun: (production--show procyon system)

Morkoth: Outermost planet, gaseous, red with yellow rings

Ko-Dan: Empire headquarters, temperate, blue-green

Gaon: Tropical, green planet

The Sun: A pair of planets--one red, one a white dwarf; both will be circled when you select the sun for your refueling stop

BOOMING AND ZOOMING INTO A BLAZE OF GLORY

or: CELOS IV: THE FINAL FRONTIER?

Now that you're circling Rylos and found it under attack, you'll avoid the Deckfighters and zoom off to the nearest enemy attack zone on galactic map. You hope to catch the Command ship off guard during its barrier drilling and blow it into next week with Proton Bolts.

Whew! You're so far outnumbered by the Ko-Dan armada the job seems impossible. But you can't give up now--you're the last Starfighter! Thinking quickly, you develop a three-point mop-up plan to prevent the Ko-Dan from conquering the Star League: Keep the barrier free from attack, bomb the enemy bases to prevent new attack squadrons from forming, and destroy all remaining Ko-Dan ships. A tough job, but then you've always wanted to fight a desperate battle against incredible odds!

Operation Mop-Up

Prevent the Ko-Dan from overrunning Star League planets and destroying Allied cities by zooming to barrier attack fronts as soon as possible. You'll have to hurry, though. Once the Command ship makes an opening in the Barrier, it'll let in its accompanying squadron and then retreat into deep space.

Check out Celos IV planets with your galactic map--you want to find out how many enemies are threatening your cities on each planet. Go to the planets that show the presence of Xurian destroyers. If you let the destroyers vaporize all your cities, you'll have lost the war. Pick off as many enemy squadrons as you can while keeping an eye on enemy ships trying to sneak through the Barrier.

Fly to Procyon I, home of the Ko-Dan, to destroy military bases on their planets. The more bases you can zap, the less enemy squadrons will be generated. Alternate these attacks with protecting the Barrier and doing battle with Xurian destroyers and Deckfighters in Celos IV. Use your Groundstar bombs to blow the enemy bases away. Interstellar!

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Next, you're going to double back toward Celos IV to wipe out all the Xurian destroyers inside the barrier. Then take aim on the squadrons outside the barrier. These squadrons are tough; they can have up to 15 Deckfighters and three Xurian destroyers led by the same kind of ruthless Command ship that drills through the Barrier. After that, obliterate the remaining Ko-Dan armada in Celos IV.

You know you must accomplish each step of this plan to make the galaxy safe for lifeform-kind. Should your superb dexterity win out over the forces of evil, you'll have saved Celos IV and the Star League from imminent disaster and despair. In short, you'll be a hero!

Hints:

While you're refueling at the sun, immediately go to the map and select your next destination. Wait until the energy gauge is full, then press either fire button to enter hyperwarp. If you stay at the sun too long, you'll over-energize and melt, losing the fight to the Ko-Dan.

Before you travel to a planet, check the galactic map information to determine if the enemy is present.

Don't take on a destroyer without a full load of energy. Withstanding the impact of a plasma ring hit uses up a considerable portion of your ship's energy--and there's nothing more frustrating than only being able to have half a battle.

Don't worry about large contingents of Deckfighters orbiting a planet. The destroyers are the only enemy ships that can do damage to the cities. But remember, you have to work your way through all of the Deckfighters before you can face off with the destroyers.

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Scoring:

(show enemy city) 1000 points for wiping out a Ko-Dan military base.

(show deckfighter) 100 points for these small, acrobatic Deckfighters. They fire with short-range lasers and are fairly easy to knock out with your pulse lasers.

(show destroyer) 500 points for Xurian destroyers. They penetrate the barrier, orbit around one of the Allied planets, then--with enormously powerful energy beams-- destroy Celos IV cities. They're armed with high-velocity, curving plasma rings. There are three types of destroyers: The blue is the easiest; green destroyers are more difficult; and the red is hardest and needs more hits to be eliminated.

(show comm ship) 500 points when caught at the barrier, 5000 points in a direct battle. Command ships are easy targets if you can catch them drilling through the barrier, but you're begging for death in a head-on conflict. The only chance you'll have for victory is when the center spot is glowing, indicating that the Command ship is about to fire a plasma ball. Create an implosion by hitting the glowing spot with Proton Bolts.

Bonus: If you succeed in defeating the Ko-Dan empire, you'll receive 2000 points for each remaining Allied city.

THE STARFIGHTER PILOT'S QUICK CHECKLIST

[] Keypad # button changes level of difficulty from 1-3

Press START

[] Check out the cockpit:

Message bar above the viewmaster

Instrument panel below the viewmaster contains energy and laser gauges

Upper fire buttons control pulse lasers and proton bolts

Lower fire buttons control Groundstar bombs.

Use keypad #1 button for the galactic map; point the joystick to select destination; press either fire button to zoom off

[] Protect the Barrier from Command ship attack

[] Check Celos IV's outermost planets for city-vaporizing Xurian destroyers

[] Zip over to Procyon, the enemy's solar system, for some quick military base-bombing

[] Fly to the sun for energy, Groundstar bombs, or for system malfunctions.

[] Whip into Celos IV to do battle with as many destroyers; alternate this with base-bombing and protecting the Barrier

[] Once all of the Procyon bases are wiped out, no more enemy squadrons can be generated; blow away the remaining enemy ships

[] If bases destroyed and enemy fleet greased, and some Celos IV cities are intact, congratulate yourself! You just made the galaxy safe for lifeform kind

[] If the war is lost, it's because of staying at the sun too long and overenergizing; all Celos IV cities were destroyed; or you ran out of energy